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Boholo va Kale

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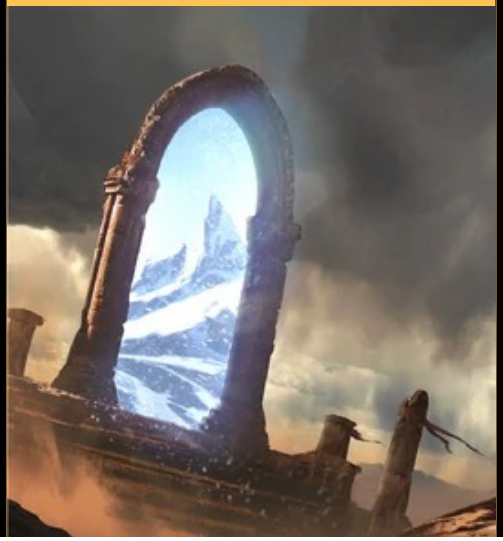
This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: Korath_Desert.

This fan-fiction article, **Boholo va Kale**, was written by Witcher190. Please do not edit this fiction without the writer's permission.

The **"Old Civilization"** (Mardu language: ***Boholo va Kale***) It's a term used by the Mardu people to describe the ruins that can be found in the center of the Korath Desert, who sometime prior to the arrival of races such as the elves where abandoned for reasons that until this day remain unknown.

Boholo va Kale



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3. Theories

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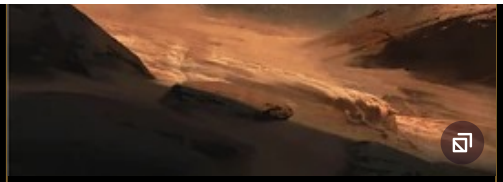

The supposed portal in the ruins activated

Information	
Variation(s)	"Old Civilization" (by the Mardu) "Death Zone" (by Nilfgaardians) "Forgotten Necropolises" (by Nordlings) "Half-Buried Catacombs" (by Zerrikanians)
Type	Ruins
Country	Unknown
Region	Korath Desert

Type

The types of ruins found in the Korath Desert are varied, with all kinds having been discovered — from ancient dwellings to amphitheaters, aqueducts, palaces, and more. Because of this, the Mardu use the term *Boholo va Kale*, meaning as mentioned prior "*Old Civilization*", to refer to them. However, the type of ruin most commonly unearthed — either partially or entirely — by the desert has been necropolises and catacombs. This has led other civilizations such as Nilfgaard, the Nordlings, and the Zerrikanians to refer to them by other less popular names such as: the "*Death Zone*", the "*Forgotten Necropolises*", or the "*Half-Buried Catacombs*" in their respective tongues.

History

Unfortunately, the history of the civilizations that built the ruins has been lost to time. And while the archaeological sources are well preserved, they have failed to provide sufficient information to learn more about them. It is known that, for the most part, they were of sverg origin. However, even when the svergs themselves have been questioned, their answers have offered no insight into the origins of these ruins. The same has happened with the gnomes, despite the fact that more recent ruins of gnomic origin have been found along with various gnomic artifacts including a sword model later classified by gnomish scholars as the precursor to the famed gwyhyr design: the gveir. To add further layers to the mystery, ruins dating to a period after the gnomic ones — built to a size more fitting for a human or standard humanoid — have also been uncovered.

What is known with certainty — thanks to the Mardu's contact with Fabio Sachs' expedition to the Far East in the late 13th century — is that, at least according to the legends among their people, the Mardu learned the art of metallurgy from these very ruins. This makes the only reliable data the following: the stonework techniques inferred from the ruins themselves; the races that once inhabited them, based on comparative architecture; and, if there is even a grain of truth in the Mardu legends, the possible existence of engravings related to metallurgy — suggesting that these civilizations, at the very least, possessed knowledge of the craft.

Nowadays, the ruins are used only by treasure hunters from both the eastern and western coasts, as well as by the nomadic tribes that roam the desert — who occasionally settle in the area for a time. In the past, for quite a long period before the Day of Fire, the ruins were also used as an outpost by trade caravans from Zerrikania on route to the Northern Kingdoms and, consequently, their protectors — the witchers of the School of the Manticore. In fact, it is believed that the shields used by those witchers are based on ones recovered from the ruins themselves, though this remains more of a rumor than a confirmed fact.

In the late 13th century, as one of the expedition members led by Sachs, the sorcerer and archaeologist Istredd of Aedd Gynvael discovered within the ruins what appeared to be a portal. If truly a portal, he classified it as potentially even more unstable than the one at Tor Lara. According to later rumors from the early 14th century, the future Emperor of Nilfgaard, Jan Calveit, while he was serving in the Magne Division, which was tasked with defending the Empire's eastern border along the Tir Tochair mountain range, during an expedition against a band of nomadic outlaws roaming the Korath Desert, his unit was ambushed. Calveit alone escaped with his life. For weeks, he wandered the scorching sands, wounded and exhausted, until he finally reached the portal — which, if the rumors are true, activated and, despite its instability, allowed him to return home. However, as a changed man.

Theories

There are several theories that attempt to explain how the "*Old Civilization*" (though in truth, it refers to multiple civilizations) disappeared. One of the most popular is based on legends from

Zerrikania, which tell of a meteorite striking the area, triggering a prolonged winter that ultimately wiped out its first inhabitants in one way or another — paving the way for others, such as gnomes or possibly the standard-sized humans or humanoids, to settle there. However, this theory does not explain the collapse of these later inhabitants, unless they too eventually succumbed to the lingering effects of the winter, after surviving long enough to build new structures.

Another popular — albeit less widespread — theory is proposed by Fabio Sachs in the first volume of the series of books titled: *Chronicles of the Far East*. He argues that the Korath Desert was once a verdant region where this civilization thrived. But for some reason — presumably the overexploitation of natural resources — the land began to desertify, leading to the collapse of the civilization. The later civilizations that arrived, according to this theory, merely accelerated the ecological decline already underway.

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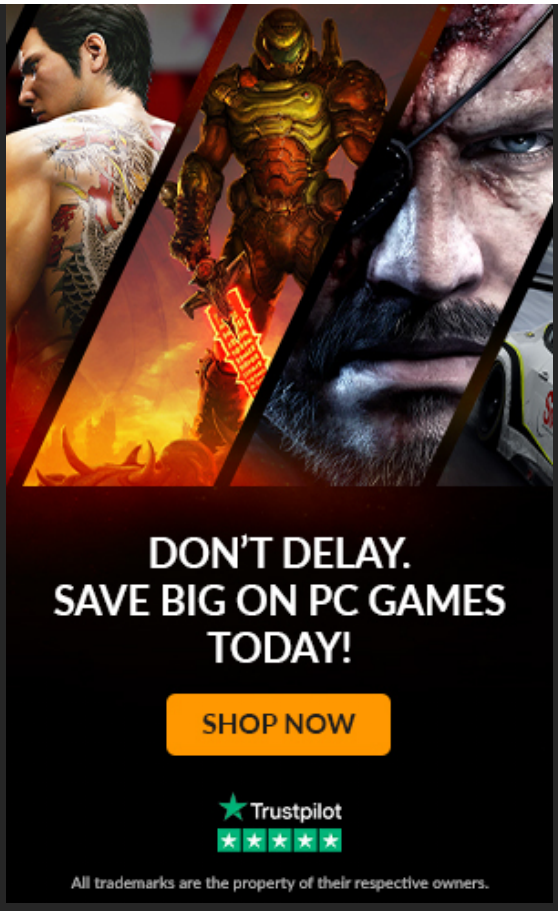

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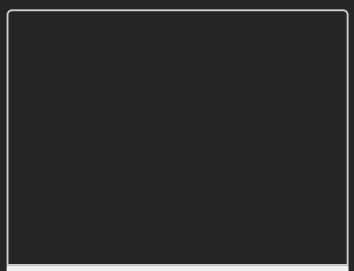

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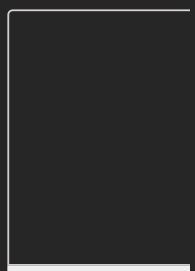

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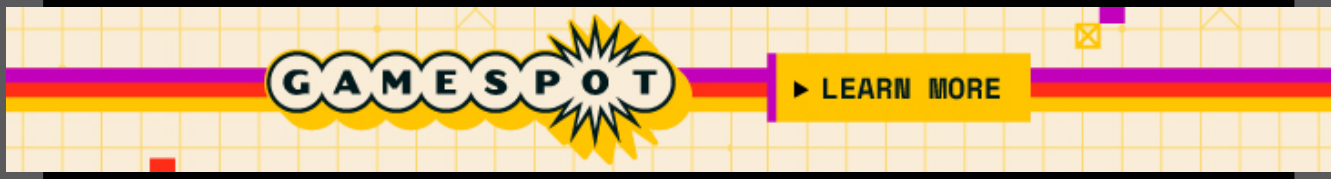

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